

RESPONSE TO OFFICE ACTION

SERIAL NO.: 09/208,696; APPLICANT: Yasuyuki Sekine; AU 3711

EXAMINER: Collins, D.; ATTY. DKT.: RM.HPK; FILED: December 10, 1998

2. (Amended) The display for game according to claim 1, wherein the special kind of symbol [is] corresponds to a [disadvantageous symbol] likelihood of a loss for a player.

3. (Amended) The display for game according to claim 1, wherein the special kind of symbol [is an advantageous symbol] corresponds to a likelihood of a win for a player.

a1
4. (Amended) The display for game according to claim 1, wherein first, second and third symbols among the special kind of symbols are indicated in such manner that two or more of identical symbols [be appeared] appear serially one after another in first, second and third columns, respectively, the first symbol being a constituent of a specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, the second symbol being a constituent of another specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, and the third symbol being a constituent of the other specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped.

7. (Amended) The display for game according to claim 1, wherein the special kind of symbol is indicated in such manner that three or more of identical symbols [be appeared] appear serially one after another in the direction to be moved on the display portion.

a2
8. (Amended) The display for game according to claim 4, wherein the special kind of symbol is indicated in such manner that three or more of identical symbols [be appeared] appear serially one after another in the direction to be moved on the display portion.

9. (Amended) The display for game according to claim 5, wherein the special kind of symbol is indicated in such manner that three or more of identical symbols [be appeared] appear serially one after another in the direction to be moved on the display portion.

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A2
10. (Amended) A gaming machine having a display portion for movable indication of a plurality of symbols in a predetermined sequence necessary for game in a certain direction, wherein a special kind of symbol among the plurality of symbols is indicated in such manner that two or more of identical symbols [be appeared] recognizably appear serially one after another in the direction to be moved on the display portion for a player to perform an effective stop operation.

In the Specification:

Page 2, line 11, after "machine of" insert -- the --.

Page 4, line 1, before "CT" insert -- the --.

Page 4, line 15, delete "be appeared" and insert therefor -- appear recognizably --.

A3
Page 4, line 16, after "portion" insert -- for a player to perform an effective stop operation --.

Page 8, line 6, delete "second and".

Page 8, line 7, delete "reels" and insert therefor -- reel --.

Page 9, between lines 2 and 3, insert the following paragraph:

A4
-- On reel sheets 100L, 100C, and 100R, of Fig. 1, a plurality of symbols are arranged in a predetermined sequence as a symbol row drawn on each sheet. Since only a set of sequential three sequential "bell" symbols are arranged among 21 symbols in a symbol row of reel sheet 100L, the three "bell" symbols appear recognizably serially one after another once rotation of a reel that is provided with reel sheet 100L. Since only a set of three sequential "plum" symbols are arranged in the symbol row of reel sheet 100C, the three "plum" symbols appear recognizably serially one after another once rotation of a reel that is provided with reel sheet 100C.